

PROGRAMM 26.09.2020

School of Games / Köln
www.skilltree.nrw

09:15

EINLASS

09:45 - 09:55

BEGRÜSSUNG

10:00 - 13:00

**Grundlagen
für digitales
Marketing**

Timo Kern
(Mothership)

**Project
Management
für Indies**

Caroline Flesch
(Freelance)

**Adapting
Arizona:
Analyzing Game
Stories Through
Adaptation**

Rebecca Harwick
(Wooga)



**Motion Capturing
für Indies
(Part 1)**

Martin Linnartz
(School of Games)

13:00 - 14:00

MITTAGSPAUSE

14:00 - 17:00

**How to
Community
Management**

Eva Sykora
(Bethesda) und
Alina Ullrich
(Bethesda)

**Indie Law:
Intellectual
Property and
Contracts**

Daniel Koburger
(KoburgerLaw)

**Interactive
Cognitive Art –
Envisioning
Information
of Complex
Interfaces**

Ivana Randelshofer
(Ubisoft
Düsseldorf)

**Motion Capturing
für Indies
(Part 2)**

Martin Linnartz
(School of Games)

17:00 - 18:00

AUSKLANG

#learn

